

SEGA OF AMERICA

573 Forbes Blvd., P.O.Box 2167, So. San Francisco, CA. 94080 (415)742-9300

HELPFUL HINTS: ASTRO WARRIOR

When attacking any mother ship, after flying over the floating fortress, you must take out the surrounding bases first. The base that is in the middle of the ship, is the final base to be destroyed.

There are five bases to each mother ship. You have a limited time to take out each mother ship. If you do not destroy the bases within that time (30 to 45 seconds) instead of the mother ship moving from side to side, it will fall directly at the attacker.

The Sports Pad controller works very well on this game. The rapid fire feature is definitely an asset!

HELPFUL HINTS: QUARTET

Sound Test:

To use the "Sound Test" feature in the title screen, push the pause button four time and press button #1 on the second player control pad.

Use the control pad #1 to choose the sound by moving the control pad up and down.

Wide Beam Option:

To enable Mary to have a "Wide Beam" in the title screen, hit the pause button on the power base fourteen times then #1 on the control pad.

Fifth Round:

To get the star, after you take out the creature of this round, go right towards the skull. Shoot your way through the wall and you will find the star.

Sixth Round:

Go through the door on the left twice. Enter it, then exit, then enter again. Destroy the leader.

When you are in the generator room, destroy it. There will be colors coming at you, this is where you will rescue the girl in the casket.

In the sixth level there are two jet packs.
In the sixth level, in the upper world, keep shooting until it appears.

When in the underworld destroy the block on the right side where the creature appears.